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9	BRS	L19	3	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	(simul\$6) and (creature\$3 same (different adj complexities))	2007/03/06 15:10
10	BRS	L20	21	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	(animats) and (complex same different)	2007/03/06 15:28
11	BRS	L21	0	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWEN T; IBM_TDB	703/6.ccls. and @py>="20061018"	2007/03/06 15:28



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PM Todd, SW Wilson, AB Somayaji, HA Yanco - From Animals to Animats, 1994 - scs.carleton.ca

... and Belew (in press) intro- duce rich **creature simulation** environments in ... of a population of sensing, remember- ing, and acting **neural network**-based simulated ...

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L Bull, TC Fogarty - Evolutionary Computation, 1994. IEEE World Congress on ..., 1994 - ieeexplore.ieee.org

... for Behaviour Selection In An Artificial **Creature**", **Simulation** of Adaptive ... Distributed Learning Classifier Systems", Artificial **Neural Networks** and Genetic ...

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T Ohnishi, T Asakura - SICE 2004 Annual Conference, 2004 - ieeexplore.ieee.org

... **creature. Simulation** experiments were performed on how the walking speed changes. ... a **neural network** whether a spider robot walks slowly or ...

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Evolution of a multi-agent system with distributed multi-level memory

B Tavassoli, C Lucas - Cybernetics and Intelligent Systems, 2004 IEEE Conference on, 2004 - ieeexplore.ieee.org

... Robot controllers are simple **neural networks** (NNs) where the inputs consist of grasped point's elements of velocity, acceleration and derivative of ...

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PM Todd, SW Wilson, AB Somayaji, HA Yanco - alpha-bits.ai.mit.edu

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O Parisy, C Schlick - labri.fr

... If this is not realistic from an autonomous **creature simulation** point of view ... Some tools that come in mind are artificial **neural networks** and genetic algorithms ...

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PM Todd, HA Yanco - Adaptive Behavior, 1996 - cs.uml.edu

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net- works ... this issue) introduce rich **creature simulation** environments in ...
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Evolving Locomotion Controllers for Virtual Creatures

M SANDERS - 2000 - cs.auckland.ac.nz

... distributed computation system for sharing the cost of **creature simulation** between many ... topologically to a three-layer feed-forward **neural network** in that each ...

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R Grzeszczuk - 1998 - hflab.dyndns.org

... the model, its **neural network** emulator can yield physically realistic **animation** one or two orders of magnitude faster than conventional numerical **simulation**. ...

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R Fletcher - 1987 - Wiley-Interscience New York, NY, USA

... on Modeling and Computer **Simulation** (TOMACS), v ... Interactive spacetime control for **animation**, ACM SIGGRAPH ... An effective Bayesian **neural network** classifier with a ...

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SJ Russell, P Norvig - 1995 - Prentice-Hall, Inc. Upper Saddle River, NJ, USA

... expertise in social **networks**: a **simulation** of potential ... as design principles for **animated** embedded agents ... by reflecting weight matrices, **Neural Networks**, v.15 n ...

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... Peter L. Haigh, Using MOGUL 2.0 to produce **simulation** models and **animations** of complex

computer systems and **networks**, Proceedings of the 24th conference on ...

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Automatic Definition of Modular Neural Networks - group of 5 »

F Gruau - Adaptive Behavior, 1994 - adb.sagepub.com

... We report some **simulation** results showing that ... The **animat** hypothesis is that intelligent

behavior ... conjecture implies a prediction: **Neural networks** encoded in a ...

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Automatic creation of an autonomous agent: Genetic evolution of a neural-network driven robot - group of 15 »

D Floreano, F Mondada... - From Animals to Animats, 1994 - cs.conncoll.edu

... and mutations, and thus take advantage of the intrinsic "gradualism" of the **neural network** structure. 3 **Simulation** versus Implementation ...

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[ps] Co-evolution of Pursuit and Evasion II: Simulation Methods and Results - group of 3 »

D Cui, GF Miller - ... International Conference on Simulation of Adaptive Behavior ..., 1996 - www-uk.hpl.hp.com

... In all our work to date, we have employed a two- dimensional (2-D) **simulation**, where circular animats chase ... The **neural network** for each **animat** gives two ...

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